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GAME BOY ADVANCE

BREATH OF FIRE II

AGB-AB2P-EUR

Published by



CAPCOM

Instruction Booklet

LICENSED BY

Nintendo

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DIESES QUALITÄTSSIEGEL IST DIE GARANTIE DAFÜR, DASS SIE NINTENDO-QUALITÄT GEKAUFT HABEN. ACHTEN SIE DESHALB IMMER AUF DIESES SIEGEL, WENN SIE SPIELE ODER ZUBEHÖR KAUFEN, DAMIT SIE SICHER SIND, DASS ALLES EINWANDFREI ZU IHREM NINTENDO GAME BOY-SYSTEM PASST.

QUESTO SIGILLO È LA TUA GARANZIA CHE NINTENDO HA VALUTATO ED APPROVATO QUESTO PRODOTTO. RICHIEDILO SEMPRE ALL'ACQUISTO DI GIOCHI ED ACCESSORI PER ASSICURARE LA COMPLETA COMPATIBILITÀ CON IL TUO SISTEMA GAME BOY.

ESTE SELLO ES TU SEGURO DE QUE NINTENDO HA APROBADO LA CALIDAD DE ESTE PRODUCTO. BUSCA SIEMPRE ESTE SELLO CUANDO COMPRES JUEGOS Y ACCESORIOS PARA ASEGURARTE UNA COMPLETA COMPATIBILIDAD CON TU GAME BOY SYSTEM.

DIT ZEGEL WAARBORGT U, DAT DIT PRODUKT DOOR NINTENDO IS GECONTROLEERD EN DAT HET QUA CONSTRUCTIE, BETROUWBAARHEID EN ENTERTAINMENTWAARDE VOLLEDIG AAN ONZE HOOG Kwaliteitseisen VOLDOET. LET BIJ HET KOPEN VAN SPELLEN EN ACCESSOIRES ALTJD OP DIT ZEGEL, ZODAT U VERZEKERD BENT VAN EEN GOED WERKEND GAME BOY-SYSTEEM.

DENNA ETIKETT GARANTERAR ATT NINTENDO STÄR FÖR PRODUKTENS KVALITET. KONTROLLERA ATT ETIKETTEN FINNS PÅ SPEL OCH TILLBEHÖR DU KÖPER. FÖR ATT FÖRSÄKRA DIG OM ATT DE ÄR KOMPATIBLA MED GAME BOY.

DETTE SEGEL GARANTERER, AT NINTENDO HAR GODKENDT KVALITETEN AF DETTE PRODUKT. SE ALTID EFTER DETTE SEGEL, NÄR DU KOBER SPIL OG TILBEHÖR, SÅ DU ER SIKKER PÅ FULD KOMPATIBILITET MED DIT GAME BOY.

TÄMÄ TARRA VAKUUTTA, ETTÄ NINTENDO ON HYVÄKSYNYT TÄMÄN TUOTTEEN LAADUN. TARKISTA AINA TÄMÄ TARRA ENNEN KUIN OSTAT PELEJÄ JA MUITA TARVIKKEITA, JOTTA SAAT VARMASTI GAME BOY YHTEENSOPIVIA TUOTTEITA.

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GBA™ Game Link™ Cable Games

Connecting the Game Boy Advance™ Game Link™ cable



THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY ADVANCE™ GAME LINK™ CABLE.

You need:

- 2 Game Boy Advance™ systems
- 2 **BREATH OF FIRE II** Game Paks
- 1 Game Boy Advance™ Game Link™ cable

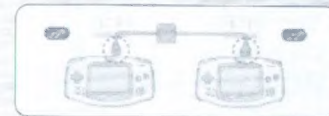
1. Make sure the power of both Game Boy Advance™ systems is OFF.

Insert a **BREATH OF FIRE II** Game Pak into each Game Boy Advance™ system.

2. Connect the Game Boy Advance™ Game Link™ cable to the external extension connector on both Game Boy Advance™ systems.

Important: The unit connected to the smaller plug is 1P.

3. Turn on the units.



The Game Boy Advance™ Game Link™ cable may malfunction if:

- It is not for the Game Boy Advance™ system.
- It is not connected correctly or has become disconnected.
- It is connected to the Communication cable
- More than two Game Boy Advance™ systems are connected.

Note: For information on item trading, see page 5.

Controls

FIELD SCREEN

The Field Screen is the main gameplay screen.

Cycle character order

Move character

View/Hide World Map

View Sub Screen



Cycle character order

Talk / Check / Personal Action /
Special Ability

Dash (with Control Pad)

SUB SCREEN

The Sub Screen lists gameplay commands. See page 13 for more information.

Not used

Move cursor

Not used

Return to Field Screen



Not used

Confirm selection

Cancel selection

COMBAT SCREEN

The Combat Screen appears when a battle takes place. See page 16 for more information.

View Order commands

Move cursor

Not used

Not used



View Defense commands

Confirm selection

Cancel selection

Trading with GBA™ Game Link Cable

If you or a friend get stuck, you can help each other out by exchanging items with an optional Game Link™ cable for Game Boy Advance™. Connect two Game Boy Advance™ systems with a Game Link™ cable (see page 3). Turn on both units and select EXCHANGE. Then, select a save file.

Next, select either INVENTORY (items your character is currently holding) or BANK (items your character has stored). Then select an item to trade. Once the items have been selected, a confirmation screen appears. Select YES. Two characters appear on a bridge to complete the trade.

Sometimes you may get a surprise during a trade. When a trade is completed, the data is automatically saved.

Note: Certain items cannot be traded. Untradeable items are dimmed in the Item Select Screen.

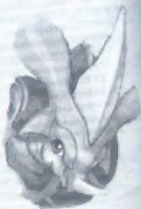
Fusion and Fire!

Thanks to Ryu the warrior of White Dragon Clan and his companions, the ambition of the evil goddess Milia was destroyed and peace restored to the world.

The victorious warriors created a fusion of Black Dragon Clan and White Dragon Clan. But they felt responsible for exposing the world to danger because of their powers. To protect the world and all its inhabitants, they hid themselves in such a way that they could never be found.

Five hundred years have now passed. The legend of the eight warriors has become a long-ago, far-away memory in people's minds.

In a small village on the frontier, a boy ekes out a humble living with his father and sister. His name is Ryu. He doesn't yet know that his fate is inextricably entwined with the fate of the world...



RYU

Combat Special Ability – GUTS
Good at – DRAGON TRANSFORMATION

Ryu lived with his father and sister until he was six years old, when a tragic incident separated them. His skill is fighting with a sword and he can equip any heavy armour. His special ability, Dragon Transformation, is one of the most powerful abilities in the game.

Ryu's Personal Action ...

FISHING

Ryu is an excellent fisherman, having spent his childhood on brooks and streams. You can buy a fishing rod and bait in a shop. After combat, a fishing spot sometimes appears. To start fishing, have Ryu leave the party, and press the A Button at the fishing spot.
(Also see page 19)



NINA

Combat Special Ability – WILL
Good at – OFFENSIVE MAGIC

As a princess of Windia, Nina possesses grace, exquisite manners and demeanour. However, her dark wings, considered ominous, have sparked people's fear since she was a child. Skilled in offensive magic, Nina can inflict damage on any enemy. When she masters her magic, she becomes an exceptionally powerful fighter.

Nina's Personal Action ...

AIR FLOATING

Nina can suspend the scouting party in the air. When Nina is leading the party, your characters can avoid some traps and pitfalls.



BOW

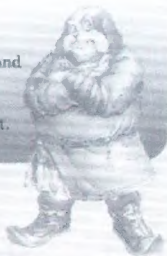
Combat Special Ability – SHOT
Good at – HEALING MAGIC

Ryu's childhood friend Bow has excellent reflexes and is always cheerful. Though he has lived alone since childhood, he has always enjoyed life. He is a master of the bow. When he gains abilities such as Auto Bow and Twin Bow, which allow him to attack multiple enemies simultaneously, he becomes an indispensable fighting force in the party. Bow can also use healing magic.

Bow's Personal Action ...

HUNTING

Bow taught himself to hunt and is an expert woodsman. To start hunting, enter a forest that may appear after combat.



KATT

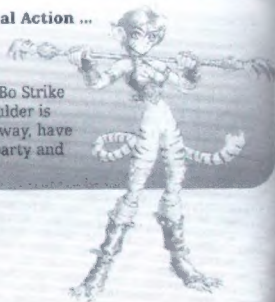
Combat Special Ability – DARE
Good at – CRITICAL MAGIC

Katt is the daughter of the Tigerman tribe and a natural genius in combat. She possesses tremendous stamina, tiger-like agility and strength equal to the strongest warriors. Her training as a rare Tigerman tribeswoman drives her to battle. She has the most powerful attack and agility of all characters. No foe stands a chance when matched against her in combat!

Katt's Personal Action ...

BO STRIKE

Katt crushes rock with her Bo Strike ability. If a boulder is blocking your way, have Katt lead the party and try Bo Strike.



RAND

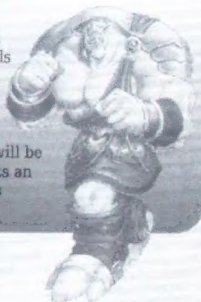
Combat Special Ability – WAKE
Good at – HEALING MAGIC

Rand's family, the Crust tribe, is known for gentle tempers and gigantic bodies. Though a born adventurer, Rand cannot equip much armour. But he can fight without equipment because of his immense strength. His rightful place is in the front lines of combat.

Rand's Personal Action ...

SPIN DASH

During Spin Dash, Rand rounds his body and rolls on the ground. Have Rand lead the party on the Field screen and press the A Button to Spin Dash. Your speed will be doubled. When Rand hits an obstacle, he resumes his normal appearance.



STEN

Combat Special Ability – R.I.P.
Good at – FIRE & EXPLOSION MAGIC

Sten hails from an eastern highland. His tribe raises excellent soldiers and many of its sons become elite royal warriors. Sten was once a royal warrior himself until he became a travelling entertainer. He has a unique fighting style. With his fire and explosion magic, high agility, and quick attack with a weapon, he is an all-round fighter.

Sten's Personal Action ...

ARM STRETCH

With his Arm Stretch, Sten can hold onto far-off objects. You can cross small cliffs in fields, towns and dungeons with Sten's Arm Stretch.



JEAN

Combat Special Ability – JAB
Good at – MANY SKILLS

Hearty Jean is talkative, chivalrous and good-hearted. People are drawn to his sense of fun and good humour. Though he seems unremarkable early in the adventure, he proves his worth later on.

Jean's Personal Action ...

FROG TRANSFORMATION

Jean can transform into his alter ego, the frog. Have Jean head up the party and press the A Button. With a frog in the lead, your party can jump over small gaps and cliffs and swim across rivers.



SPAR

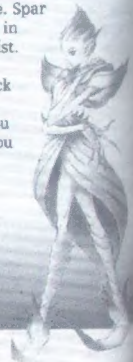
Combat Special Ability – NATURE
Good at – SUPPORTIVE
MAGIC

Plant people are one of the longest-living tribes. They travel the world when young and transform into trees in their old age. Spar has spent most of his life travelling in search of the answer to why we exist. He is skilled at overall magic. His specialty is supportive magic to back up the party. He is a very reliable warrior in a long battle or when you encounter an enemy upon whom you normally cannot inflict damage.

Spar's Personal Action ...

FOREST WALK

When you encounter forests that seem to be impenetrable, have Spar lead the party.



Game Setup

START MENU OPTIONS

Press START in the Title Screen to view the Start Menu. Select options with the Control Pad, and press the A Button.

- **GAME START** – Start a new or saved game.
- **NEW GAME** – Input your main character's name and create a new save file to preserve your game data.
- **COPY** – Copy a save file.
- **ERASE** – Delete a save file.
- **EXCHANGE** – Exchange items (see page 5).

CREATING A SAVE FILE

Select NEW GAME. Then select a save file, input the main character's name and adjust the settings.

STARTING A SAVED GAME

If you have a Quick Save data (see below), you will be asked if you want to restart it. Select YES to restart it. If you select NO, the Start Menu will appear. When a saved game is available in your normal save file, you can choose to restart it by selecting GAME START and then selecting a save file.

Note: A save file overwritten by choosing COPY or erased with ERASE cannot be restored. Please be careful.

ENDING THE GAME

When you end the game, be sure to save it in one of the following ways:

- **SAVE IN A SAVE FILE** – Talk to the god of the Dragons in a Dragon Shrine or a priest in a church. Be sure to save your game before turning off the power.
- **SAVE IN A QUICK SAVE FILE** – To suspend your game temporarily, select SAVE in the Sub Screen. Select Yes to save your game in a temporary Suspend File. You can only suspend your game where you can display the Sub Screen. When you restart a suspended game, the Suspend File is deleted.

Exploration

Exploration takes place on the Field Screen. With your companions, travel to all the familiar and foreign places you find on the World Map. Check out unusual places and landmarks, and take the time to strike up conversations. Use your curiosity and be sure to talk to everyone you meet. Information is one of your most important tools. You may learn one thing in the daytime and something different at night.



- TOWNS** – Towns are inhabited areas. They contain inns, weapon shops, item shops, banks and Dragon Shrines.
- INN** – When you rest at an inn, your characters' HP (hit points) and AP (ability points) recover fully. Unhealthy conditions such as unconsciousness and poison are cured.
- WEAPON SHOP** – Weapons and armour are sold in a weapon shop. Select from Buy, Sell, Trade-In and Exit. By selecting Trade-In, you can turn in an item you already own in exchange for a new one. Trade-in and selling prices are the same. When you trade-in, the new item is automatically equipped.
- ITEM SHOP** – Useful items for your adventure are sold in an item shop. Select from Buy, Sell and Exit.
- BANK** – Banks are safe places for storing extra items and Zenny (money).
- CHURCH** – You can save your game by talking to a priest in a church. He will also give you advice when you're in trouble.
- DRAGON SHRINE** – You can also save your game in a Dragon Shrine.

Field Commands

Press Select on the Field Screen to view the Sub Screen and its commands. The Sub Screen shows the following:

- **PLACE NAME** – Where you are now.
- **MONSTER METRE** – Shows how dangerous the area is. The more actively the metre icon moves, the more danger. Watch out!
- **ZENNY** – Amount of money your party has.
- **COMMANDS** – Sub Screen list of commands
- **PARTY STATUS** – Your characters' images and conditions.

FIELD COMMANDS

ITEM:

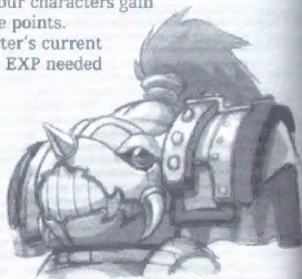
- USE** – Use an item.
- DSCD** – Throw away an unnecessary item.
- CHNG** – Change the item order.
- SORT** – Sort the items in this order: items, weapons, armour.
- VITL** – Display vital items.
- SPEL** – Display the special abilities of the characters in your party. To use a special ability, highlight it and press the A Button. Using a special ability consumes a certain amount of AP (ability points).



EQIP - You can equip your character with a weapon, armour, shield, helmet, etc. Weapons and armour must be equipped to be effective. When you highlight an item, your character's stats before and after equipping the item are displayed.

STAT - Highlight a character and press the A Button to see the character's abilities and condition, including:

- **STRENGTH** - Attack power
- **LV** (level) - When experience points reach a certain amount, the level increases.
- **DRAGON'S TEAR** - A colour shows how much the character trusts you.
- **HP** (hit points) - Current and max hit points. When HP drops to zero, the character cannot fight.
- **AP** (ability points) - Current and max ability points. When AP drops to zero, the character cannot use his or her special ability.
- **EXP** (experience points) - When an enemy is defeated, your characters gain a certain amount of experience points. The first number is the character's current EXP, the second number is the EXP needed to attain the next level.
- **STAMINA** - Ability to withstand attacks.
- **AGILITY** - Speed of combat attacks.
- **WISDOM** - Success rate of your magic and damage the character takes from magical attacks.



- **LUCK** - Good fortune in various situations.
- **OFFENSE** - Damage effect of a weapon.
- **DEFENSE** - Defense ability against physical attacks.
- **VIGOUR** - Affects a character's turn (order) in combat.
- **COND** - A character's condition. It changes every few days. When a character's condition is bad, everything the character does may go wrong.
- **GUTS** - If a character has guts, he or she may be able to remain standing even after going unconscious.



FORM - Arrange your characters in the front and rear lines. If you arrange a formation that suits your party members, you'll have a better advantage in combat.

- **SWITCH** - Change your party's formation. Each formation has a certain effect, such as enhanced attack or defense.
 - **NORMAL** - Standard formation.
 - **SCRAMBLE** - Focus on attacks.
 - **LIFE KEEP** - Focus on defense.
 - **PARALLEL** - Focus on enemy's weakness.
- **ORDE** - Shuffle the characters' positions in the party.
- **OPTN** - Adjust various game setting options, including:
 - **TEXT SPEED** - how quickly messages scroll across the screen.
 - **DASH** - When Auto is selected, you can dash using just the Control Pad.
 - **MUSIC** - Turn game music ON/OFF.
 - **EXIT** - Return to the Sub Screen Main Menu.
 - **SAVE** - Suspend the game and save it temporarily. (See page 11.)
 - **END** - Return to the Field Screen.

Combat

COMBAT SCREEN

The Combat Screen opens when your characters encounter enemies. You then enter into combat with them. If you win, you gain EXP and Zenny (money). If you lose, your Zenny is reduced by 25% and your characters are returned to the place where you last saved your game. On the Combat Screen you will see:

- **COMMAND INPUT CHARACTER** – The character waiting for your command.
- **COMMANDS** – Select an order from the list below.

COMBAT COMMANDS

- **ATTACK** – Attack with the equipped weapon.
- **COMBAT SPECIAL ABILITY** – Use a character's Combat Special Ability. The command is different for each character. Some are available only when your character performs Fusion (see page 17).

- **ABILITY** – Use a special ability (magic, dragon transformation, combination).
- **ITEM** – Use an item or change equipment
- **CHANGE** – Have all party members concentrate on the combat. All members will continue to attack until you press the B Button.
- **ESCAPE** – Escape from combat. If the escape attempt fails, enemies can attack you.
- **LINE** – Press the L Button, then use this command to change your party's formation.
- **DEFENSE** – Press the R Button to concentrate on defense and decrease the damage from enemy attack. It also slightly decreases damage from magical attacks.



ABNORMAL STATUS

During battle, your character may fall victim to an abnormal status such as poison, curse, etc. Below is a list of the abnormal status and how to cure them.

NAME	EFFECT	HOW TO CURE
ASLEEP	Cannot move until combat ends.	CureAl, Heal
POISON	HP decreases as character walks.	Antdt, CureAl, CurePsn, Heal
CURSE	Condition becomes worse.	Vtmn, CureAl, Heal
ROTTEN	Character becomes Zombie if left.	TearDr, CureAl, CurePsn, Heal
ZOMBIE	Character attacks own party.	TearDr, CureAl, Heal
UNCONSCIOUS	Unable to do anything until cured.	Renew, RenewX, LifePl

Fusion

Fusion is a way to significantly improve character abilities instead of levelling up. Six Shaman reside in various places in this world. They can fuse with others both mentally and physically. If a character fuses with a Shaman, the character gains the Shaman's mind and power and his or her abilities are greatly enhanced.

SHAMAN

Each of the six Shaman has a different attribute and power-up by Fusion.

ATTRIBUTE

- Fire, Water, Wind, Earth, Magic and Holy. Each character has a good and bad match with Shaman. There are a total of 168 combinations, so try as many as possible.

FUSION WITH TWO SHAMAN

- A character can fuse with up to two Shaman. You may see more changes by uniting two Shaman.

PLACE TO PERFORM FUSION

- You can perform Fusion in a Fusion Hut in the Community.

FUSION RESULTS

There are three possible results of Fusion:

FAILURE

- The combination cannot match and impossible to fuse.

SUCCESS

- The abilities that match the Shaman's attribute are enhanced.

BIG SUCCESS

- The character's appearance changes, stats improve significantly, and Combat Special Ability changes. The character becomes much stronger overall.

END FUSION

You can cancel Fusion in a Fusion Hut in the Community or by using the item Cancel Ball. If the character takes a certain amount of damage in combat, the character's Fusion is cancelled. Pay attention to your characters' HP!

TOWNSHIP

Later in the game, you get the opportunity to start building your own town, called Township. You can gather citizens from far places and add them to Township. Eventually, Township may contain unique shops and services that can't be found anywhere else.

Fishing & Hunting

FISHING - RYU

Equip a fishing rod and bait in ETC spots. Watch the Power Metre and press the A Button to cast and then move the bait with the A Button. If a fish bites on it, compare the endurance of the rod and fish and press the A Button (with the right timing!) to pull in the fish. If you get the fish to shore, you catch it. You can also reel the bait by pressing the B Button. You can use fish as a single item or mix it with another item to create a new item. Sometimes you may reel in a treasure chest, which may contain something useful.

HUNTING - BOW & KATT

To start hunting, enter a hunting forest that sometimes appears after a combat. Press the A Button to attack an animal. You can catch the animal if you give a certain amount of damage to it. Animals move with certain patterns so try to learn their movements. If you hide behind a rock or tree, it will be easier to get closer to your target. Like fishing, you can use an animal you catch as an item or mix it with another item. The meat of rare animals may have a special use.



Items

- **HERB** - Restores 40 HP.
- **HELP BL** - Restores 100 HP.
- **EXTRACT** - Heals HP completely.
- **VAN. EXT** - Restores 120 HP to all party members.
- **LIFEPL** - Cures an unconscious condition and heals HP completely.
- **MOONDROP** - Cures poisoned, asleep, curse, zombie, complete zombie, unconscious conditions and heals HP completely for all party members.
- **ANTDT** - Cures a poisoned condition.
- **WFRUIT** - Restores 20 AP for 20 HP.
- **VTMN** - Curse a cursed condition.
- **TEARDR** - Cures a rotten and zombie condition.
- **CUREAL** - Cures poisoned, asleep, curse, rotten and zombie conditions.

- **WISEBL** - Recovers 100 AP.
- **STAMINA** - Increases stamina by 1.
- **LUCKCNDY** - Increases luck by 1.
- **PWRFOOD** - Increases strength by 1.
- **MISOSOUP** - Increases wisdom by 1.
- **GUTSBL** - Increases guts by 1.

Note: There may be more items. See what you can find.

Special Abilities

DRAGON TRANSFORMATION -

Only Ryu can use this special ability, and only after he awakens to his dragon blood. The three types of dragons are Ice, Fire and Thunder.

MAGIC -

Magic is available in various types including offense magic (which attacks enemies with the power of fire, thunder, etc.) and healing magic (which restores your HP).

GREEN MAGIC -

This unusual type of magic can only be used by selecting Spar's Nature ability. You can use Green Magic only in limited areas such as forests, but its effect is massive!

Consumer Information and Precaution

READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

WARNING - BATTERY PRECAUTIONS

FAILURE TO FOLLOW THE FOLLOWING INSTRUCTIONS MAY CAUSE THE BATTERIES TO MAKE "POPPING" SOUNDS AND LEAK BATTERY ACID RESULTING IN PERSONAL INJURY AND DAMAGE TO YOUR GAME BOY ADVANCE OR ACCESSORY. IF BATTERY LEAKAGE OCCURS, THOROUGHLY WASH THE AFFECTED SKIN AND CLOTHES. KEEP BATTERY ACID AWAY FROM YOUR EYES AND MOUTH. CONTACT THE BATTERY MANUFACTURER FOR FURTHER INFORMATION.

1. For Game Boy Advance use only alkaline batteries. Do not use carbon zinc or any other non-alkaline batteries.
2. Do not mix used and new batteries (replace all batteries at the same time).
3. Do not put the batteries in backwards (positive [+] and negative [-] ends must face the proper direction). The supply terminals are not to be short-circuited.
4. Do not leave used batteries in the Game Boy Advance.
5. Do not mix battery types (do not mix alkaline and carbon zinc batteries or mix different brands of batteries). Use only batteries of the same or equivalent type as recommended.
6. Do not leave batteries in the Game Boy Advance or accessory for long periods of non-use.
7. Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy Advance, always slide the power switch OFF.
8. Do not dispose of batteries in a fire.
9. Do not use rechargeable type batteries such as nickel cadmium. Non rechargeable batteries are not to be recharged.
10. Do not use a battery if the plastic cover has been torn or compromised in anyway.
11. Do not insert or remove batteries while the power is ON.
12. GENERAL NOTE: Rechargeable batteries are to be removed before charging. Rechargeable batteries are only to be recharged under adult supervision.